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Serious Fun®

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EmuMovies

Printed in Japan

NINTENDO DS™



Rune Factory

A Fantasy Harvest Moon

NTR-ARFE-USA



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



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Multi-Card
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THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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A Lost Past

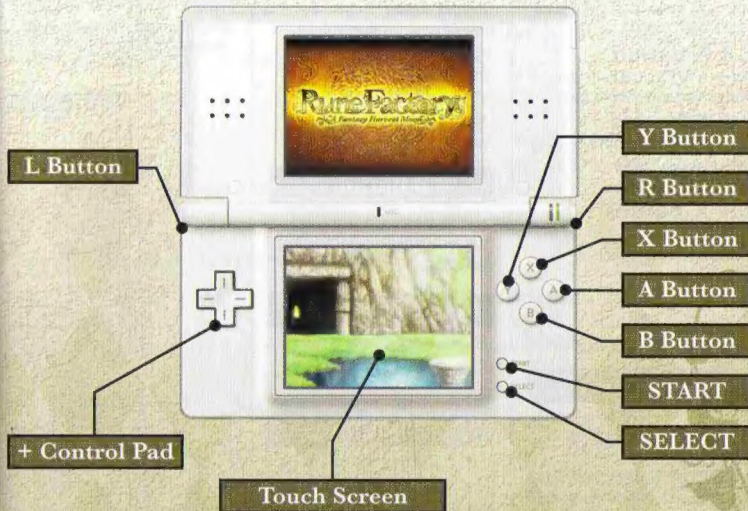
Hungry, confused and possibly forgotten, you arrived at the outskirts of Kardia with nothing but tattered cloth on your back. A strange woman named Mist found you and offered you food and water if you agreed to plant crops and clear fields.

As you worked you grew strong and your skills improved as you watered and plowed. But you always felt most comfortable with a sword in your hand.

Your mysterious gift for combat is exactly what the Mayor of Kardia needs. With nearby caves and ruins mysteriously overrun by monsters, Mayor Godwin decried that no adventurer could set foot into the dark spaces without a special permit. It takes hard work and training to earn Mayor Godwin's approval, but the secrets inside the caves beckon, and perhaps the deepest one holds the key to unlocking your past.



Controls



- Make Menu selections
- Create drawings on the game screenshots that you take (see page 37)

L Button

- Flip through menu screens
- Use with these combinations for special commands:

L + A Button

- Move a highlighted item from your inventory to your hands

L + B Button

- Assign a tool, weapon or special item from your inventory to the B Button command

L + X Button

- Assign a spell book from your inventory to the X Button command.

L + SELECT

- Capture a screenshot of a special game accomplishment

R Button

- Hold with the Control Pad to run
- Flip through menu screens

+ Control Pad

- Move character
- Scroll through menu options

A Button

- Talk to people
- Pick up objects
- Throw away an item in hand
- Give an item to a character in front of you
- Place an item in a bin
- Make a selection on a game menu

B Button

- Use equipped tool or weapon
- Eat an edible item in your hand
- Cancel

X Button

- Place an item in your rucksack
- Cast a spell if a spell book is equipped

Y Button

- Scroll through menu selections

START

- Pause game
- Display character status and inventory

SELECT

- Enable or disable target square option in front of your character
- Scroll through submenus in your inventory screen



Legends and Locals

Kardia is a vibrant village inhabited by intriguing characters with distinct personalities. The following pages outline important people who can help you on adventures.

Raguna

Your name is Raguna, a boy who has lost his memory but still retains exceptional combat training. Mist gave you a place to live, but her gesture had nothing to do with charity. Some locals think you're foolish for working on Mist's farm, but the hard work in the fields might dig up lost clues about your forgotten past.

Your Neighbors

Need crop seeds? How about a new remodel? The fastest way to complete chores is to know who can help you. These are some of the most important personalities in Kardia.

Camus

Edward's son Camus is an expert builder. He'll help you construct monster huts when you chop enough wood.

Cecilia

Everyone sees little Cecilia reading in the library on rainy days, but she mysteriously vanishes on sunny days.

Edward

Some natural antidotes and other herbs won't cure your ills. That's when it's time to see Edward at his office.

Emmett

Emmett is either running his bar or running away from his troubles. You'll hear plenty of gossip at his place.

Godwin

Mayor Godwin issues passes from his house in the upper left corner of Kardia. He likes to reward hard work.

Ivan

A wandering merchant, Ivan can usually be found selling his wares on the streets during Kardia's weekly holidays.

Jasper

While everyone refers to Jasper as the richest man in town, he prefers his role as the local judge of culinary arts.

Jean

Jean sells seeds for every season in his shop. You'll find other items sold here after you explore the nearby caves.

Lady Ann

The mother of two adventurous and energetic children, Lady Ann always has her hands full at the local inn.

Leo

Trained by a legendary master blacksmith, Leo is a master at forging strong tools and powerful weapons.

Lucas

Lucas is a wandering poet and a hopeless romantic. He tries hard to write good verse, but it always comes out wrong.

Neumann

An expert craftsman, Neumann knows every frame and roof in the village. See him when you need to remodel your house.

Nicholas

Nicholas prefers to play outside, but he tries to remain on his best behavior in the library on rainy afternoons.

Russell

Russell is one of the few people in Kardia who has read every book in the library. See him for new spell books.

Sabrina

Sabrina prefers cool sea breezes to those scary caves. Visit her at the beach and she'll lure you into fishing.

Wesley

Wesley's mission in life is to teach others spiritual enlightenment, so he's always looking for good listeners.

Zavier

Everyone sees little Cecilia reading in the library on rainy days, but she mysteriously vanishes on sunny days.

A Love Story?

If you're going to live happily ever after, you need to settle down in Kardia. Luckily there are ten potential brides. You can win their hearts if you give them what they like most.

Bianca

Bianca doesn't seem impressed with you at first, but good deeds can win her over. Does she have an axe to grind?

Felicity

Mayor Godwin's daughter has energetic ideas for Kardia, but lately she hasn't felt well. Maybe you can find a cure.

Lara

Dr. Edward's assistant is always concerned about your health. Do your best to keep her from being overly worried.

Mei

A proven warrior tough enough to be a match for any guy, Mei's convictions are as unyielding as her sword.

Melody

A lover of magic and comfort, Melody runs the local Kardia bathhouse. She respects a man who can cast a spell.

Mist

While Mist doesn't seem interested in anything other than you working on her farm, she might have secret motives.

Rosetta

Jean's daughter doesn't appear to be interested in poets, but that could change if you don't pay attention to her.

Sharron

Some locals wonder if Sharron is a ghost who haunts the Kasimir Ruins. Maybe you can make her feel alive again.

Tabatha

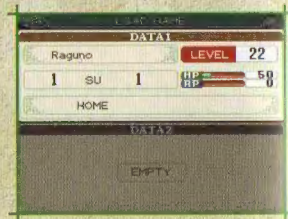
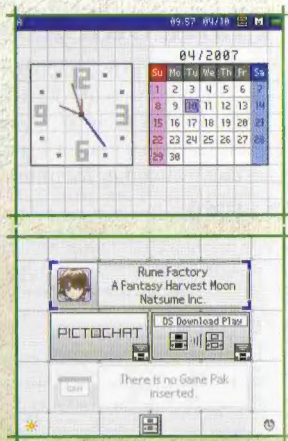
While Tabatha seems destined to serve as Bianca's maid, you might be the key that unlocks a new life for her.

Tori

Zavier's sister seems shy and apparently doesn't say much, but she knows plenty about most books in the library.

New Beginnings

Before you start you'll need to choose a game file to save the progress during your adventure. There are two available save files in Rune Factory to choose from.



Saved Adventures

Walk up to the diary on the nightstand inside your house to save your game. It's a good idea to save your progress at the end of the day or before you leave to fight monsters and other battles.

The Game Display

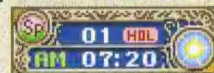
If you know what the symbols on the game screen mean, you'll have an easier time playing. Check out this stuff:

1 Overworld Map

The upper screen shows a map. The icon with your face indicates your location.



2 Time & Date



This small box shows the season, date and time of day, and the weather.

3 Player Status



HP stands for Health Points, RP stands for Rune Points (energy). You're defeated if your HP bar disappears.

4 Equipped Spell

This shows an icon if you assign a spell book to your X Button.



5 Equipped Item

This shows an icon of the tool or weapon assigned to your B Button. **13**

Screens and Inventory

You can access your character's inventory and important game options by pressing START. These features are more detailed than most RPG games, so read on:



Equipped Menu

1 Item Name

This displays the name and image of any highlighted inventory item.

2 Status

This is where you'll find all the information about the highlighted item selected in your inventory. Move the box cursor over an item to learn about it.

3 Effect

This explains what the item highlighted in the box cursor does.

4 Information

Any additional facts or trivia about an item highlighted in the box cursor shows up here.

5 Time & Date

6 Player Stats

Your character's stats improve with levels and items. For more information, see page 19.

7 Inventory

You can carry up to 45 stacks of items in your rucksack. Use the menu tabs on the right side to scroll through your entire inventory.

8 Equipment

This shows the different types of items that you can equip on your character. For more information, see page 16.

9 Menu Category

Character Status

Your player stats display your character's abilities, including attack and defensive strengths, dexterity and vitality. These levels improve as you gain experience.



LV

This is your character's level.

Next

When this bar fills up, your character will gain a level.

ATK

This is your attack rating. The higher the number, the greater the damage you can inflict with a weapon.

DEF

This is your defense rating. Improved armor raises this total and makes it harder for monsters to hurt you.

HP

This is the amount of Health Points, or life force that your character has.

RP

This is the amount of Rune Points, or stamina points that your character has.

STR

A higher strength level can improve the damage that you inflict with certain weapons.

INT

The higher your intelligence, the more damage your spells will do.

Status Effects

Some monsters use spells and poisons in battle. If you're afflicted by a malady, you'll see your condition here. Edward can usually cure these afflictions.

DEX

If you have a high dexterity, there's a good chance that you can dodge attacks and strike monsters quicker in a fight.

VIT

Vitality is a lot like your constitution. The higher your vitality, the better your defense will get.

Elemental Attributes

Some monsters have elemental attacks based on earth, wind, fire and wind. You can reduce damage from these attacks with certain items. This also applies to weapons. For example, elemental weapons that use fire can also be used to inflict greater damage on water elementals, but fire won't have much effect on fire elementals.



Equipment

Carrying the right equipment is important, but you also need to know how to use it, especially if you're preparing to fight tough monsters in a cave. Master these steps for using tools, spells, weapons and trinkets below.



Tools, Weapons, Items

When you equip a weapon, tool or item you'll see a new icon appear here.



Shields

Shields improve your protection in battle, but make it impossible to equip two-handed weapons. Better shields offer improved defense.



Spellbooks

Spell Books provide special powers and even a quick escape. You can assign one spell book to your X Button command.



Charms, Bracelets, Rings

These small items seem insignificant early in the game, but you'll be able to make and buy more powerful trinkets as you explore. You can equip two at one time—one for each hand.



In Hand

If you have an item like a vegetable in your hands, the icon appears here.



SKILLS			
Skill			
SWORDSMANSHIP	21	PHARMACY	1
FORGING	1	DECORATION	1
MINING	7	LOGGING	6
FARMING	24	COOKING	1
CAMPING	2	FISHING	2
COMMUNICATION	1		

Your Skills Menu

As you swing plows, swords, sickles, and use other items, you'll build skill level points. New skill levels allow you to use tools effectively with fewer Rune Points.

Swordsmanship

You'll hit more monsters and inflict more damage as you level up your sword skills. Buying sharper weapons helps, too.

Forging

While Leo might upgrade your tools early on, it is up to you to create more useful and powerful tools and weapons. You can do this once your house is remodeled.

Mining

Hammering at the ore inside the cave can drain your Rune Points, but you'll find more ore and use fewer points with practice.

Farming

Because you start out by plowing, planting and watering, your farming skill is usually your best talent early in the game.

Camping

If you have a sleeping bag you can recover HP and RP inside the caves overnight. Your camping skill slowly improves with time.

Communication

Looking after your monster allies daily improves your communication skills, and this can help you make quick friends.

Pharmacy

Edward in Kardia might carry a cure or two, but you can brew up your own herbal medicines by improving your pharmacy skills.

Decoration

At first you'll learn how to create ornamental rings, but with practice you can craft powerful accessories for battle!

Logging

Chop up branches in the cave and on the farm to improve your logging skills. Upgrade your axe to chop up those big stumps.

Cooking

A good meal can recover HP, temporarily boost stats, and improve magic defense. It can also help you win the heart of a potential bride. Add a kitchen to learn how to cook.

Fishing

Fishing doesn't earn much money at first, but if you practice on the rainy days you'll hook bigger and more profitable prizes.

Friends Menu

You won't find much on the Friends Menu until after you build a monster hut and get the Friendship Glove from Tabatha. Once you befriend a monster and have it join you, you can check its status here.



1 Name & Type

This shows the monster's name and the type of species.

2 Monster Status

Here's where you'll find your monster's HP, Status Effects and Attack and Defense ratings.

3 Friendship Rating

This is the amount of affection the monster has towards you. The higher affection the more HP, ATK and DEF the monster will have.

4 Ability

This shows any special ability a monster might have in battle.



Farm Menu

Even the largest living legends have small beginnings, and your new life takes root at the farm menu. Paying close attention here can help you sidestep expensive mistakes.



1 Farm Name

This is the name that you gave your farm at the beginning of the game.

2 Time & Date

3 Totals

This is a breakdown of all the important farm features:

Season

The current year and season at the farm.

Money

Your earnings on hand.

House LV

The level of your house—higher is always better!

Monsters

The number of befriended monsters at your farm.

Wood

The amount of wood for building huts and remodeling.

Feed

The amount of feed available for feeding your monsters.



4 Monster Huts

You can't train monsters to look after your farm until you collect enough wood and money to pay Camus for construction. When you have huts, use this menu option to view the monsters living there.

Shipping History

Ever wonder how many radishes you shipped? You can track the totals for all of your produce on the Shipping History menu.



A screenshot of the Shipping History menu. It features a title bar 'SHIPPING HISTORY' and an 'AUTO' button. Below is a table with columns 'ITEM NAME' and 'TOTAL'. The table lists RADISH (10800), POTATO (6480), CUCUMBER (6480), CABBAGE (0), TOMATO (0), CORN (0), and ONION (0). Numbered callouts 1, 2, and 3 point to the title bar, the table, and the item names respectively.

ITEM NAME	TOTAL
RADISH	10800
POTATO	6480
CUCUMBER	6480
CABBAGE	0
TOMATO	0
CORN	0
ONION	0

1 Item Category

Press SELECT to scroll through the history of produce and items that you shipped.

2 Sort


Press left or right on the + Control Pad to sort items by total profit or type.

3 Item List

This area displays the names of items shipped and your profits for those items.

Friendliness

Do you really know how much your neighbors like you? Do you know if the girl of your dreams thinks you're dreamy, too? Get the straight scoop on questions of the heart on the Rune Factory Friendliness Menu.



A screenshot of the Friendliness menu. It features a title bar 'FRIENDLINESS' and an 'AUTO' button. Below is a table with columns 'NAME', 'FRIEND', and 'LOVE'. The table lists Mist, Jean, Rosetta, Edward, Anissa, Lady Ann, and Xavier with their respective friendship and love levels. Numbered callouts 1, 2, and 3 point to the title bar, the table, and the names respectively.

NAME	FRIEND	LOVE
Mist	4	2
Jean	4	0
Rosetta	4	2
Edward	4	0
Anissa	3	0
Lady Ann	3	0
Xavier	4	0

1 Friend Type

Press SELECT to see lists of human or monster friendship levels.

2 Sort

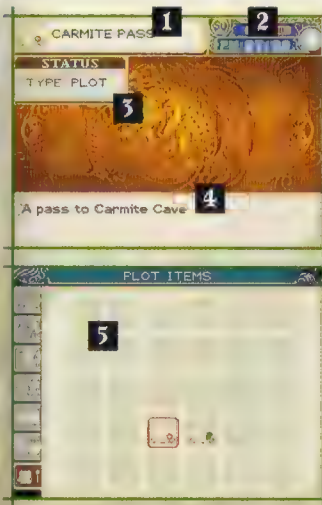
Press left or right on the + Control Pad to sort by friendship levels or love levels.

3 Relationship Status

This area displays the names of the people or monsters on the list. Press Up or Down on the + Control Pad to scroll and find the person or monster name that you need to check.

Plot Items

While a menu called "Plot Items" might sound like something you do out in a farm field, this menu is a list of important game accomplishments and Godwin's cave passes.



1 Item Name

This displays the name of the item highlighted on the Plot Item menu.

2 Time & Date

3 Status

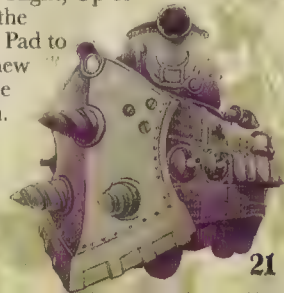
This tells you the type of item.

4 Item Information

This is a brief description of the highlighted item.

5 Item Table

Press Left, Right, Up or Down on the + Control Pad to choose a new item on the Plot Menu.



Welcome Home

Your house won't seem like much at first, but with Neumann's help you can remodel after you earn enough money and chop up a bunch of wood. Here are the basics:

1 Bed

This is the best place to restore your HP and RP every night.

2 Diary

This is where you need to go to save your game. Try to save before going to bed and before adventuring into the caves.

3 Calendar

The calendar on the wall displays holidays and birthdays. Press the L and R Buttons to scroll through the seasons.

4 Screen Shot Station

This is where you go to draw on any screen shots that you saved. To take a screen shot in the game, press the L Button and SELECT at the same time.



Breaking Down Walls

If marriage figures big into your plans, see Neumann about expanding your house — but have enough wood and money for payment.

The Farm

Until you earn a pass for cave exploration, your farm is where you'll spend most of your time. (Here's a hint: till plenty of soil and the mayor will give you the Carmite Cave Pass.) The next two pages cover the basics, although some of the stuff described here won't appear until later in the game.



1 Your House

This is where you sleep and save your game. You can ask Neumann to expand it for you later.

2 Mailbox

A flashing triangle above your mailbox indicates that you have mail. Check it out!

3 Shipping Bin

Unless it's a holiday, Rosetta will pick up ore, produce and items that you drop into the shipping bin before 5:00 PM. You won't get rich selling withered grass, so try to ship the best items that command top prices. Payment for shipped crops arrives the next day.

4 Well

This is where you need to go to refill your watering can.

5 Woodshed

Any wood that you cut or chop ends up in this woodshed. This is important because you'll need this wood to build monster huts and expand your house. If you don't have an axe, visit Bianca at her house.

6 Building Land

It doesn't look like much now, but later you'll build your monster huts on this perfectly flat plot.

7 Field

Use this field to grow your first radishes. Later you can plant other crops, flowers and food for feeding your monsters. Eventually you'll own upgraded tools that can smash the large boulders and chop up those oversize stumps.

8 Stream

Did you figure out that you can refill your watering can in this stream? It might save you time. Try casting a line here when you have a fishing rod.

The Farming Life

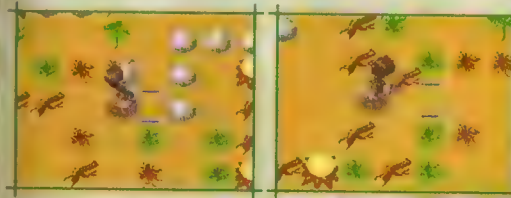
Once you know where everything is on the farm, you can focus on the important stuff--like making money to buy seeds and better tools. These pages cover what you need to know.

Growing Crops

The first thing that you need to learn is how to grow crops. It's not hard, but there are some basic steps that you need to follow.

Step 1: Clear the Field

Because a bag of seed covers a 3x3 square area, try to clear out a space that's exactly the same size. Mist gives you your first seeds for free, but there's only a few and you have to make them count. Pull up grass and move the small sticks and stones out of the way.



Remember:

- You can sell antidote herbs, but keep a stack handy in your inventory--you'll need some when you get the Carmite Cave pass.
- Don't throw away the sticks. Place them off on the side of the field until you get an axe from Bianca. You'll need the extra lumber to build your monster huts.

Step 2: Prepare the Soil

Once you clear a space for planting seeds, you'll need to use your hoe to till up the soil. Seeds can only sprout in tilled dirt, so it's important to remember this step. Use your hoe to prepare 3x3 grids and try to keep these plots fairly close to your well. This will save you watering time when you're running back and forth with your watering can.

Remember:

- You don't have a lot of stamina early in the game, so don't worry about clearing a huge field for future crops. Keep your plots small and fairly close to your well or stream for easy watering can access.
- Look at where the stumps and boulders are before you start tilling the soil. You won't be able to break up these obstacles for a season or two, so pick planting areas that are the easiest to access.
- When you till the soil with your hoe, wild herbs, stones and branches won't show up in that spot. Keep part of your field wild and untilled so you can collect sticks, antidote herbs and other helpful items.
- If you till too many spaces, consider using the hammer to flatten out the soil again.



Step 3: Plant the Seeds

Once you have a tilled 3x3 plot in your field, select your seed bag and stand in the middle of the nine squares. If you accidentally used up the seeds that Mist gave you, buy more from Jean in town. If the seed bag is selected on the B Button command, press the B Button and the seeds will land in all of the tilled squares around you.

Remember:

- Certain crops grow only in certain seasons, so think about this before you buy seeds.
- Crops mature at different rates. Radishes grow fast, but they don't make much money. Consider this before buying a bunch of seeds from Jean—especially if the season is almost over.
- Don't throw away old seeds after the season changes—you can also plant those seeds in certain caves.



Step 4: Water Daily

Unless it's raining outside, you'll need to remember to water your planted seeds and young crops each day. It's a good idea to make a habit of getting up and watering your plants first thing in the morning. There's nothing sadder than wilted crops in the field.

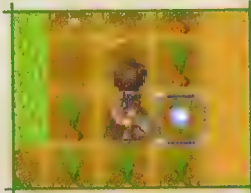
Step 5: Harvest Time

How can you tell when a crop is ripe and ready for harvest? You might see a fruit or vegetable, but the best way to tell is by using your hands to pick it (with the A Button) like a weed or herb. If it's not ready, you can't pick it. You can place freshly picked crops in your pack (press the X Button) or carry them over to the shipping bin.



Remember:

- You'll probably spot a glowing orb floating in a field of ripe crops. These magical orbs are Rune Points. Some farmers do other chores like watering or tilling before they touch the Rune Points to get the most out of them.
- Some crops keep sprouting more fruit through the season. Just remember to water them daily unless it's raining.
- While farmers sell almost everything they grow for extra money, you might want to save some of your produce after you remodel your house so you can learn how to cook.



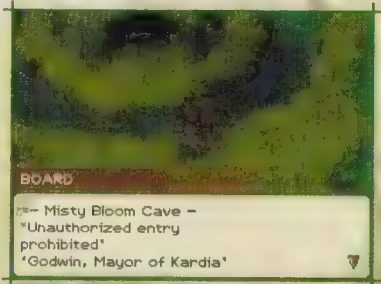
Cast a Line!

If you visit the beach, someone will give you an old fishing rod. You can fish off the dock at the beach, but you'll also find fish in other places, including the stream near your house.



The Caves

Mayor Godwin might require permits to explore the caves near your farm, but all you need to do is plow a few patches to gain his trust.



Exploring Caves

Once you earn a cave permit from Mayor Godwin, you're ready to uncover the mysteries surrounding Kardia. If you defeat a cave boss, there's a chance you'll earn another permit!



Cave Basics

The work inside caves is considerably more dangerous than farming on the surface, but there are some easy rules for survival:

Level Skills Up

Equip a sword and battle the monsters, but don't let them defeat you. Go back to the surface and fight another day—you'll gain levels.

Mining

As your sword skill improves, you'll have stamina for hammering away at cave ore. Collect the ore and take it back to Leo so you can upgrade tools and weapons.

Farming

As you explore a cave you'll find fertile plots ready for plowing. Most caves have a certain temperature and humidity that matches a specific season. Read the signs outside the caves for hints and try your hand at underground farming.

Monsters!

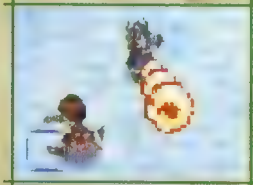
Monsters roam the caves and attack you if you get too close. Turn toward the monsters and swing your sword as quickly as possible. If you're quick, you'll smite the beast before you're defeated.

Monster Generators

You keep fighting monsters until you destroy the metal monster generators. Stand in front of the monster and the monster generator and you might hit both targets at the same time. Work fast enough and you'll destroy a generator before it creates a monster!

Bring a Weapon!

That old plow that you used to defeat the first monster in your field won't do much against the big beasts in the caves. See Leo and spend some money on a weapon that deals damage. Some monsters use magic and ranged weapons, so plan your strategies in advance!



Friend or Foe?

Until you build a monster hut you'll be forced to fight all monsters. Monster huts make safe and appealing homes for certain beasts, so once you have a hut, you can try befriending the beasts. Trained monsters can help out on your farm and even fight beside you!



It's a Trap!

Sometimes you'll walk into a room and a door shuts behind you. You can escape if you defeat the monsters in these locked chambers. Most of these special rooms are near a save point, so if you see one, it's a sure bet that there's a big battle just ahead.

A Dead End?

Cave adventurers are always on their own underground. If you lose a fight, Edward can't save you and you'll start again from the last saved point. Watch your health and carefully choose your battles.



Farming in Caves

The obvious advantage to farming inside caves is that you can grow a range of crops that would otherwise be out of season. Fresh crops grown in the largest cave networks can also help replenish your RP.



Remember:

- Even though the sun doesn't shine underground, it doesn't rain either, so you have to water crops inside the caves each day.

Magic

All of the magic spells that you learn in Rune Factory center around combat and cave exploration. As you progress in the game you'll find spell books containing new spells on sale at the library.



Befriending Beasts

Making friends with monsters isn't possible until you have at least one monster hut and you own a Friendship Glove. Collect wood and buy a hut from Camus, then see Tabatha for the Friendship Glove.

Friendship Glove

Tabatha (the maid at Jasper's mansion) gives you the Friendship Glove once you order your first monster hut from Camus. If you equip the glove and use it on a monster, you might make friends with it, but make sure that you have enough HP to survive the challenge!



Remember:

- A monster will always attack you when you first attempt to befriend it. Make sure that you have the HP to survive.
- A monster hut only holds 4 monsters, so be sure to build more huts before befriendng a lot of monsters.
- Mix up your monster inventory. Different monsters have different skills, so do your best to befriend all types.

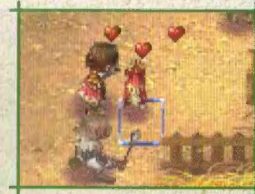


Help on the Farm

As you make your way deeper into the largest caves, you'll find that your adventuring takes up most of your work day. That's when your monsters on the farm can help you out.

Look after Monsters

Monsters on your farm are a lot like the livestock and require daily feeding and brushing. It still takes less time to do these chores than it would to plant, water and pick produce out in the fields.



Remember:

- Monsters need care the moment they arrive on your farm, so make sure that you have some feed and a brush before you place monsters inside your hut.
- To save money, consider growing your own monster feed on your farm.

Monster Produce

Some monsters can provide you with milk, wool and other goods that you can sell for profit. You won't know what a monster can do until you befriend it, so it's important to find a variety of monsters.

Beasts of Burden

Monsters can also help out with your daily chores. Assign one to water and another to harvest so you can have two working different tasks at the same time (they don't share labor well with others).

Remember:

- Monsters don't work well with others. That's why you can only have one monster watering and one monster harvesting at the same time. You can assign other monsters to the same jobs, but they will take turns doing the work.

Awesome Allies

Some of the best monsters are the ones who join your side in battle. This is especially helpful in the tough underground mazes later in the game. Some special monsters have unique skills and weapons.

Remember:

- Kardia has a ban on monsters. Don't take one there.
- When a monster's HP hits 0, it automatically returns to the hut. You'll have to fight the rest of your adventure alone.
- Monsters fight using different skills and abilities. You can make your cave battles easier by pairing with the best-suited monsters for the adventure ahead.



Cool Stuff That Others Miss

Wow! You read this manual all the way to page 44, or at least you caught the snazzy headline on this page. That's good because here are a few tips that other players miss:



Doodle Time

You probably knew that pressing the L Button and SELECT captured a screenshot, and that you can view your screenies on the monitor inside your home, but did you know that you can draw on the shots with your stylus?

The Shell on the Shore

You can connect with other Rune Factory players using your Nintendo Wi-Fi Connection. Return to town, walk right and explore the large seashell on the beach.



Nintendo Wi-Fi Connection

If you have questions about connecting your Nintendo DS to the Internet, please see the Nintendo Wi-Fi Connection booklet that came with your system.

Share your Pictures

After putting the final touches on your repainted screen captures, trade your artwork with other Rune Factory players through your Nintendo Wi-Fi connection. It's a fun and inspiring way to share new screenshots and discover unimaginable game accomplishments!

Trade Stuff!

You can also use your Nintendo Wi-Fi connection to exchange items like seeds with other Rune Factory players. For example, if you already have one type of high-quality seed, consider trading a batch of your best with another player who has items that you need.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows multiple Rune Factory: A Fantasy Harvest Moon owners to play together over the Internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.

- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC. To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

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